

**AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A system for recording messages, said system comprising:  
a memory for receiving messages having associated therewith a controlled play time;  
and  
a ~~clock~~ device for playing each received message at the controlled play time associated with said received message.
2. (Currently Amended) The system of claim 1 wherein said messages are received by a message recipient and wherein said message is played at said controlled play time without regard to any action taken ~~on the part of a~~ by said message recipient.
3. (Original) The system of claim 2 wherein said messages are audio messages played by a speaker.
4. (Original) The system of claim 2 wherein said messages are video messages displayed on a display.
5. (Original) The system of claim 2 wherein said messages are a combination of video and audio messages.
6. (Original) The system of claim 1 wherein at least one of said messages contains a call-back number, said system further comprising;  
a transmitter;  
an input for receiving a response to a played message; and  
means for enabling said transmitter to send said response to said call-back number.
7. (Original) The system of claim 1 wherein said controlled play time is a plurality of different times.

8. (Currently Amended) The system of claim 1 ~~further comprising: wherein said memory receives messages that do not have controlled play times associated therewith and wherein said system further comprises:~~

a processor operable in response to instructions received with said message for controlling the play of a selected one of said messages ~~other than received ones of said messages, not having controlled play times associated therewith~~

9. (Currently Amended) The system of claim 8 wherein said ~~other messages are selected message is~~ selected based on information available at the time a received message is played.

10. (Currently Amended) The system of claim ~~[[9]]~~ 8 wherein the selection of said selected ~~other~~ message is controlled, at least in part, by information received ~~by~~ from a message sender.

11. (Currently Amended) The system of claim ~~[[9]]~~ 8 wherein the selection of said ~~other~~ selected messages is controlled, at least in part, by local sensors.

12. (Currently Amended) The system of claim 11 wherein said sensors are selected from the list of ~~temperature, time, internet, calendar, GPS, medical sensor, thermometer, clock, GPS, calendar, physiological.~~

13. (Currently Amended) The system of claim 1 wherein a played one of said messages is played continuously for a period of time as controlled by information received with the message.

14. (Original) The system of claim 1 wherein said messages are received by a plurality of memories in a broadcast mode, said memories associated with different receiving users.

15. (Currently Amended) The system of claim 1 further comprising an override control for playing selected ones of said messages at a time established independent of said ~~clock~~ controlled time associated with said selected ones of said messages.

16. (Currently Amended) The system of claim 1 wherein said ~~elœœk~~ device, at a controlled playtime, enables downloading of pre-identified messages stored at a location remote from said system.

17. (Currently Amended) The system of claim 1 further comprising:  
means for converting any played message to a particular format, said particular format controlled by said messaging system.

18. (Currently Amended) The system of claim 1 wherein said controlled play time is a message recipient specific time category[[]], instead of a specific time.

19. (Original) A method for leaving a message for a receiving party; said method comprising the steps of:

establishing a communication connection with a memory device associated with said receiving party; and

providing over an established communication connection a message playing time for a message to be played to said receiving party at said message playing time.

20. (Original) The method of claim 19 wherein said providing step includes the step of:

providing additional message playing times for each said message.

21. (Currently Amended) The method of claim 19 wherein said providing step includes the step of:

providing multiple message times, each provided message time associated with a different message, each said message to be played at the ~~corresponding provided~~ message time associated therewith.

22. (Original) The method of claim 19 further comprising the step of:

downloading together with said message playing time at least part of a message to be played at said playing time.

23. (Currently Amended) The method of claim 19 further comprising the step of:

downloading together with said message playing time ~~the~~ an identity of a message to be played at said playing time.

24. (Original) The method of claim 23 wherein said message is located remote from said receiving party.

25. (Currently Amended) The method of claim 19 further comprising the step of: downloading together with said message playing time, ~~the~~ an identity of a message, said identity at least partially based on information obtained at said message playing time.

26. (Original) The method of claim 19 further comprising the step of: overriding said playtime with a locally provided playtime.

27. (Original) The method of claim 19 wherein said message playing time is a time category specific to said receiving party.

28. (Currently Amended) A messaging system comprising:  
a processor for controlling ~~the~~ receipt of incoming messages; said processor operable for controlling ~~the~~ interaction with a message sender such that attributes established by said sender can be associated with each received message, said processor further operable for controlling ~~the~~ playback of said message in accordance with said attributes and wherein at least one of said attributes is a time of said playback.

29. (Currently Amended) The ~~method~~ messaging system of claim 28 wherein said time of said playback is modified by data associated with each particular message recipient.

30. (Currently Amended) The ~~method~~ messaging system of claim 28 further comprising:  
sensors local to a message recipient, and  
wherein said time of said playback is established by data from one more of said local sensors.

31. (Currently Amended) The ~~method~~ messaging system of claim 30 wherein said playback is to said message sender based upon data from at least one of said sensors local to said message recipient.

32. (Currently Amended) The messaging system of claim 30 wherein said messages are selected from the list of messages consisting of audio, video, graphics, ~~still video, video converted from audio.~~ pictures.

33. (Currently Amended) The messaging system of claim 28 where at least one of said attributes is selected from the list of attributes consisting of: duration of playback time; number of ~~repeat times for said message~~; times a message is to be repeated; actual time of day for repeating a message; response required to said message; additional data to be played with each message; open mike times for allowing a response from a message recipient to said message sender; ~~identity of data to obtained at said time of said playback~~.

34. (Currently Amended) The messaging system of claim 28 wherein said message is played at said time without regard to any action taken ~~on the part of a~~ by said message recipient.

35. (Currently Amended) The system of claim 28 wherein at least one of said messages contains a call-back number, said system further comprising;  
a transmitter; and  
an input for receiving a response to a played message; and wherein said processor enables said transmitter to send said response to said call back number.

36. (Currently Amended) The messaging system of claim 28 wherein said processor is operative to enable playing selected ones of said messages at a time established independent of said time associated with said selected ones of said messages.

37. (Currently Amended) A messaging system comprising:  
a memory for storing messages directed to a message recipient from a message sender, at least some of said messages containing a time and date to play said message;  
a clock for enabling stored ones of said messages to be played to ~~a recipient~~ said message recipient at a time controlled by a message containing a time and date without action on the part of said message recipient; and  
a processor for controlling ~~the~~ addition of data to any stored message, the identity of said added data contained in a message from said message sender, said added data obtained at ~~the time~~ when said message is played.

38. Canceled.

39. (Original) The messaging system of claim 37 further comprising:  
control data for overriding said associated playing time.

40. Canceled.

41. (Currently Amended) The system of claim 37 wherein said added data is selected from the list of ~~temperature, time, internet, calendar, GPS, medical sensor~~.  
thermometer, clock, GPS, calendar, physiological.

42. (Original) The messaging system of claim 37 further comprising:  
means, including external event sensors, for establishing an associated message time for any of said messages.

43. (Currently Amended) The messaging system of claim 37 further comprising:  
means for converting any played message to a particular format, said particular format controlled by said messaging system.

44. (Currently Amended) A method for delivering messages to a recipient, said method comprising:

creating a message to be sent to a recipient;

associating with each said created message a time to deliver said message to said recipient;

storing each said created message in association with said created delivery time at a device local to said recipient; and

playing each said stored message for said recipient at said time associated with said stored message without action taken by said recipient[[,]] at the time each said message is played.

45. Canceled

46. Canceled

47. Canceled

48. (Currently Amended) The method of claim 44 wherein at least some of said stored messages contain portions that are based on information to be provided at the time said message is played, said information to be provided not being available when said message is created. ~~said playing further comprises:~~

~~playing at least one message for said recipient when at least a portion of said message is based on status information provided at the time said message is played, said status information not being available at the time said message is created.~~

49. (Original) The method of claim 44 further comprising:  
adjusting said time associated with certain of said messages based upon requirements of said recipient.

50. (Currently Amended) The method of claim 44 further comprising:  
adjusting ~~the~~ attributes of any said played message for a recipient based on requirements of said recipient.

51. (Original) The method of claim 44 further comprising:  
obtaining data local to said recipient; and  
based upon said local data, sending a message to a message sender.